

FIG. 1

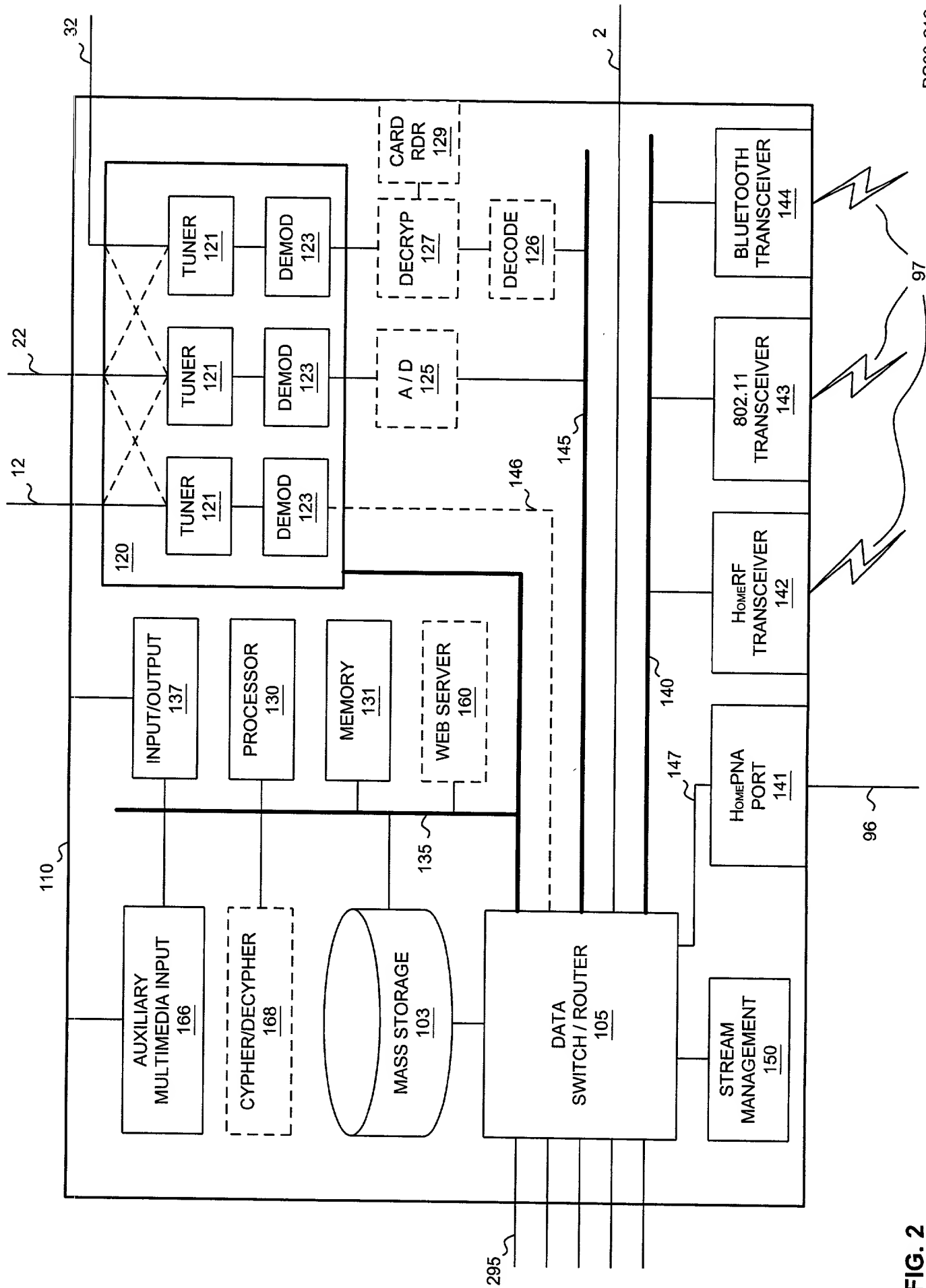


FIG. 2

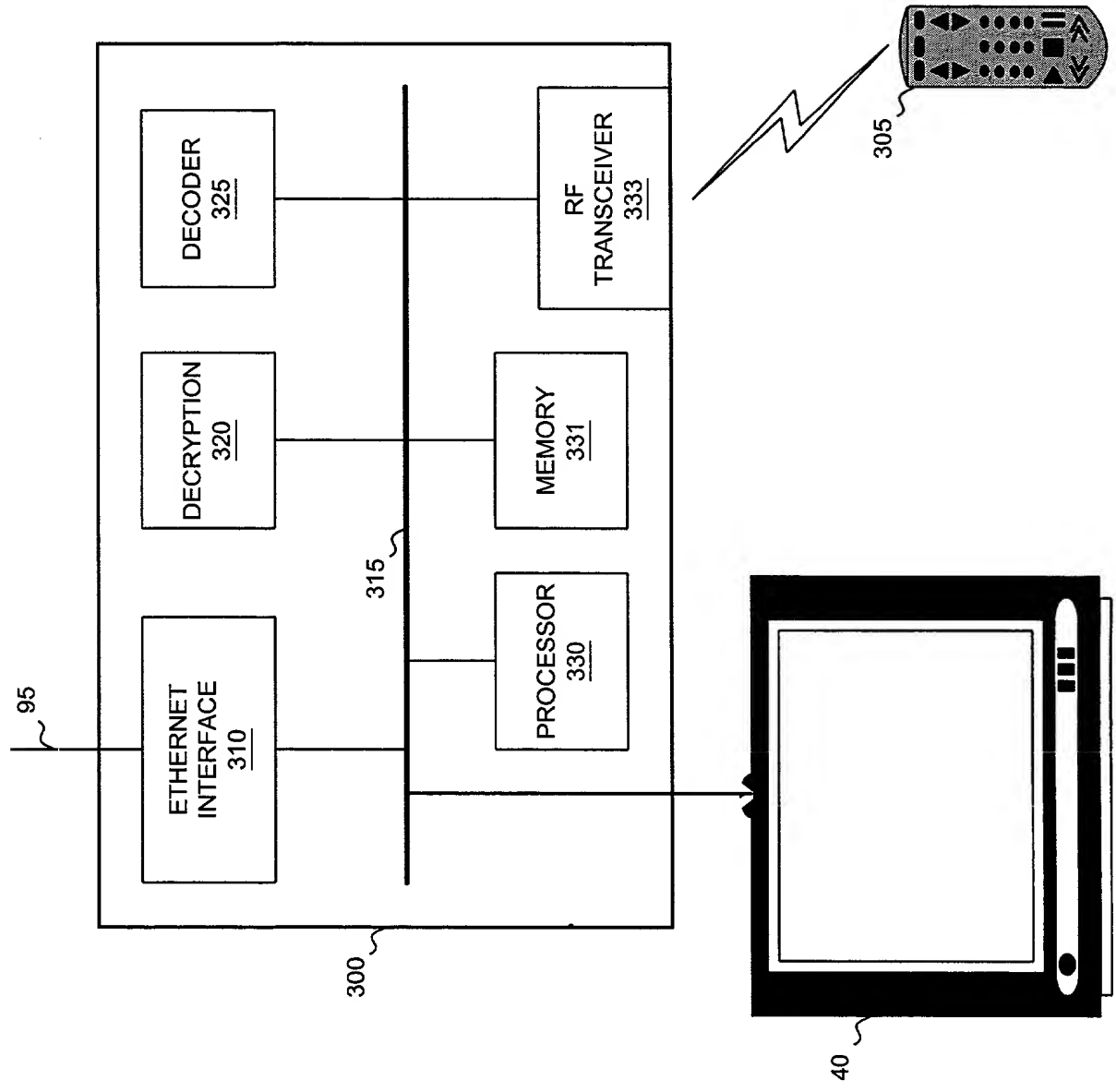


FIG. 3

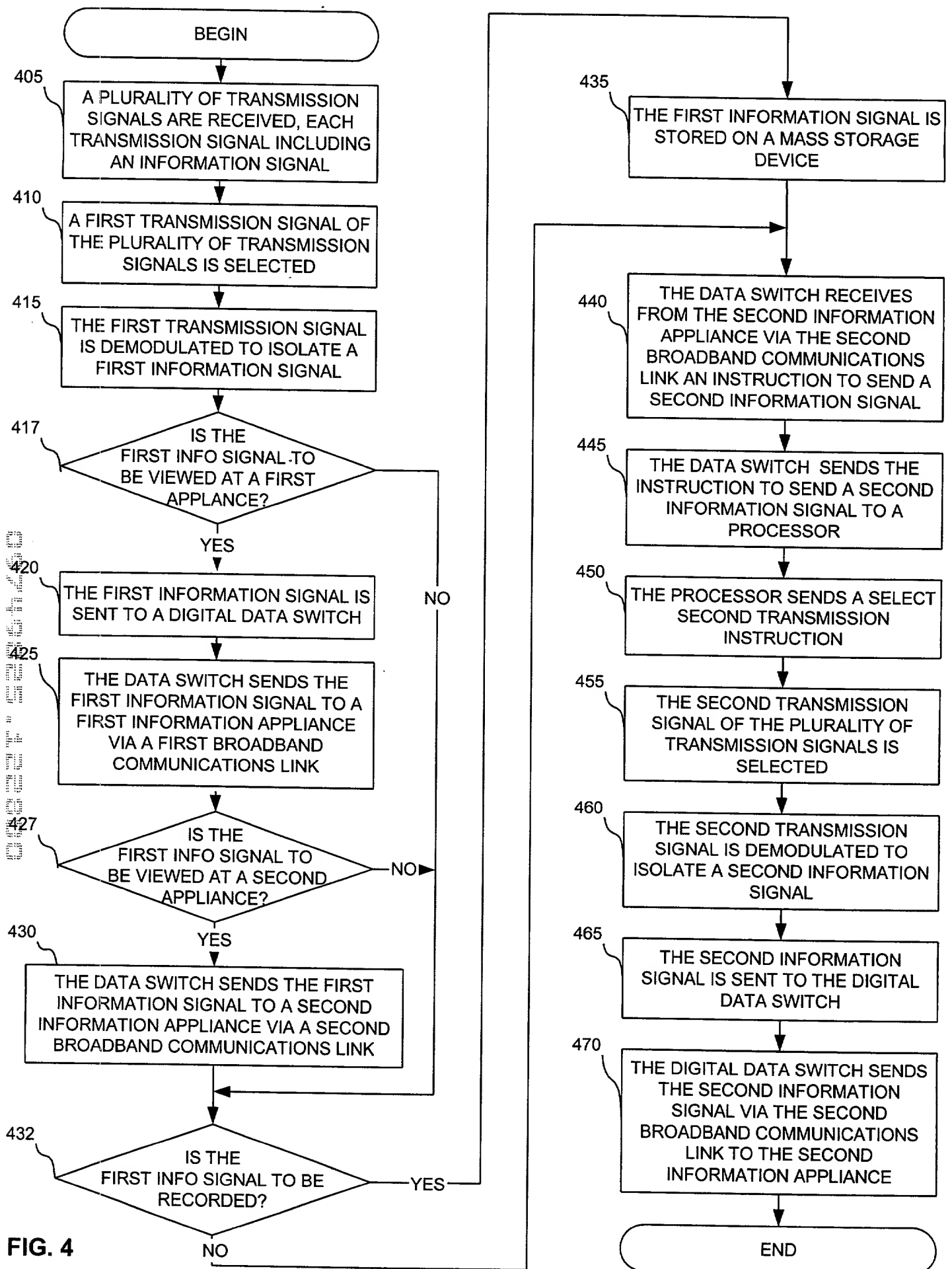


FIG. 5

500

505	510	515	520	525	530
MOVIE A	AUDIO-VIDEO	PLAY COST X	PLAY INDICATOR	PURCHASE COST X	PURCHASE INDICATOR
MOVIE B	AUDIO-VIDEO	PLAY COST Y	PLAY INDICATOR	PURCHASE COST Y	PURCHASE INDICATOR
SONG A	AUDIO	PLAY COST Z	PLAY INDICATOR	PURCHASE COST Z	PURCHASE INDICATOR
ALBUM A	AUDIO	PLAY COST Y	PLAY INDICATOR	PURCHASE COST Y	PURCHASE INDICATOR

501

FIG. 5 is a schematic diagram of a data structure 500. The data structure 500 is a table with six columns and five rows. The columns are labeled 505, 510, 515, 520, 525, and 530. The rows are labeled MOVIE A, MOVIE B, SONG A, ALBUM A, and an empty row. The data in the table is as follows:

MOVIE A	AUDIO-VIDEO	PLAY COST X	PLAY INDICATOR	PURCHASE COST X	PURCHASE INDICATOR
MOVIE B	AUDIO-VIDEO	PLAY COST Y	PLAY INDICATOR	PURCHASE COST Y	PURCHASE INDICATOR
SONG A	AUDIO	PLAY COST Z	PLAY INDICATOR	PURCHASE COST Z	PURCHASE INDICATOR
ALBUM A	AUDIO	PLAY COST Y	PLAY INDICATOR	PURCHASE COST Y	PURCHASE INDICATOR

FIG. 6 is a block diagram of a system architecture. The system includes a Web Server 160, Processor 130, Mass Storage 103, and Memory 131, all connected to a System Data Bus 620. The System Data Bus 620 is also connected to a VIDEO OVERLAY PROCESSOR 605. A Media Bus 610 is connected to the System Data Bus 620 and a Network BUS 615. The Media Bus 610 is connected to a block 120, which contains three TUNER 121 and DEMOD 123 units. The block 120 is also connected to a CARD READER 129, a DECRYPT 127 unit, a DECODE 126 unit, and a SYSTEM CIPHER/DECIPHER 628 unit. The Network BUS 615 is connected to a DATA SWITCH / ROUTER 105. The system is labeled 600.

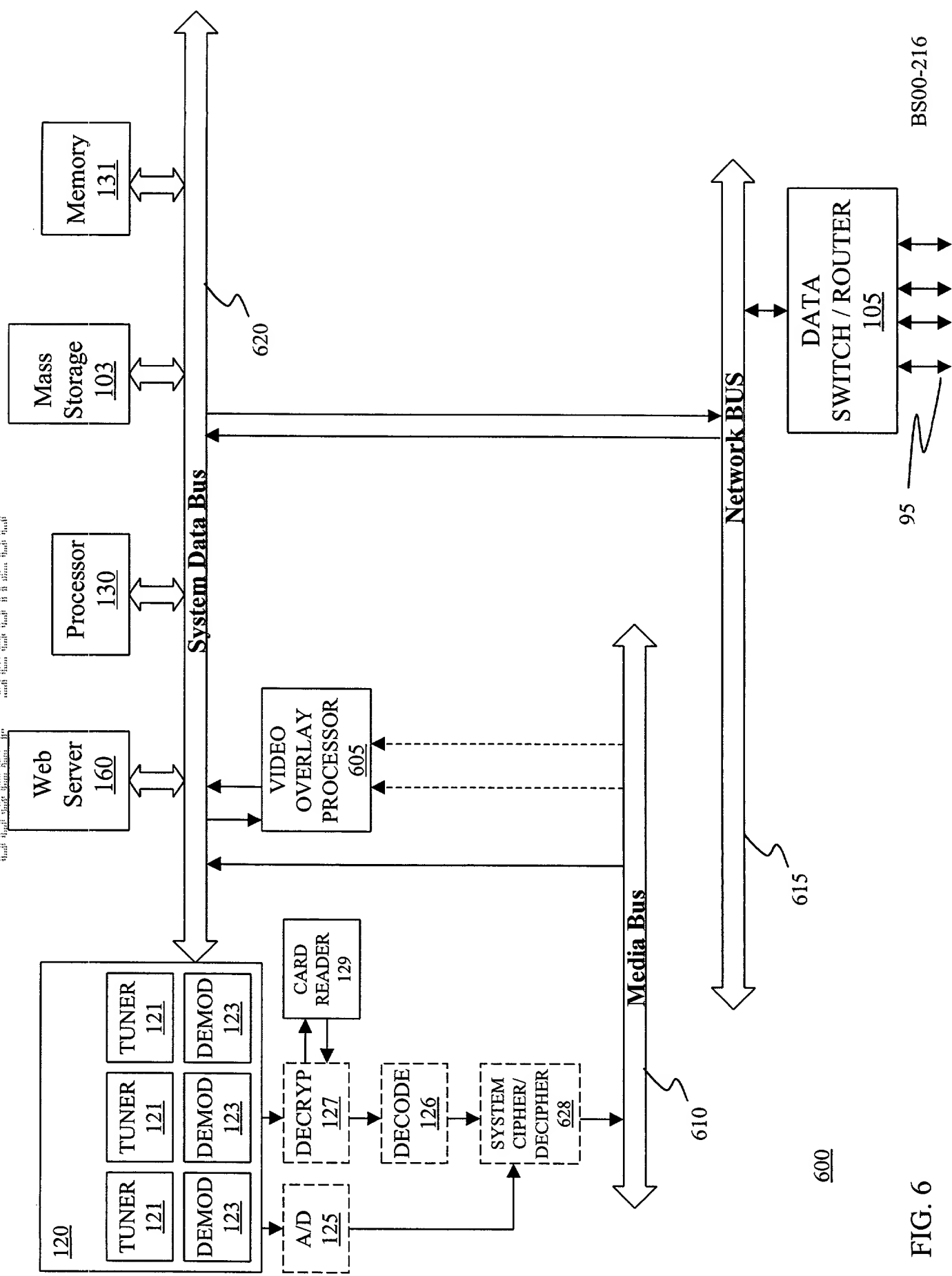


FIG. 6

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